

1/9/1 (Item 1 from file: 350)
DIALOG(R) File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

E7C
J. S. M. M. M.

013830807 **Image available**
WPI Acc No: 2001-315019/200133
XRPX Acc No: N01-226355

Network system and software for playing computer game via
Internet or infranet, awards prizes to individuals chosen at random from
all players

Patent Assignee: GAMEGATE.COM BV (GAME-N)

Inventor: SAK L J

Number of Countries: 001 Number of Patents: 001

Patent Family:

| Patent No | Kind | Date | Applicat No | Kind | Date | Week |
|------------|------|----------|--------------|------|----------|----------|
| NL 1012128 | C2 | 20001123 | NL 991012128 | A | 19990521 | 200133 B |

Priority Applications (No Type Date): NL 991012128 A 19990521

Patent Details:

| Patent No | Kind | Lan Pg | Main IPC | Filing Notes |
|------------|------|--------|-------------|--------------|
| NL 1012128 | C2 | 16 | G06F-017/00 | |

Abstract (Basic): NL 1012128 C2

NOVELTY - The players use their own game stations (2) to access the game server (4) via the Internet (3). The identity and playing records of every player are stored in a database (5) at the server. At intervals, the server makes random selections from all registered players. The selected players are awarded prizes.

USE - Internet computer game

ADVANTAGE - Gives all players an equal chance of winning prize

DESCRIPTION OF DRAWING(S) - The drawing shows a schematic view of the system.

system (1)
game stations (2)
Internet (3)
server (4)
database (5)
pp; 16 DwgNo 1/4

Title Terms: NETWORK; SYSTEM; SOFTWARE; PLAY; COMPUTER; GAME; AWARD; PRIZE;
INDIVIDUAL; CHOICE; RANDOM; PLAY

Derwent Class: P36; T01; W04

International Patent Class (Main): G06F-017/00

International Patent Class (Additional): A63F-009/24; G07F-017/32

File Segment: EPI; EngPI

Manual Codes (EPI/S-X): T01-H07C5E; T01-J; T01-P02A; W04-X02G

?